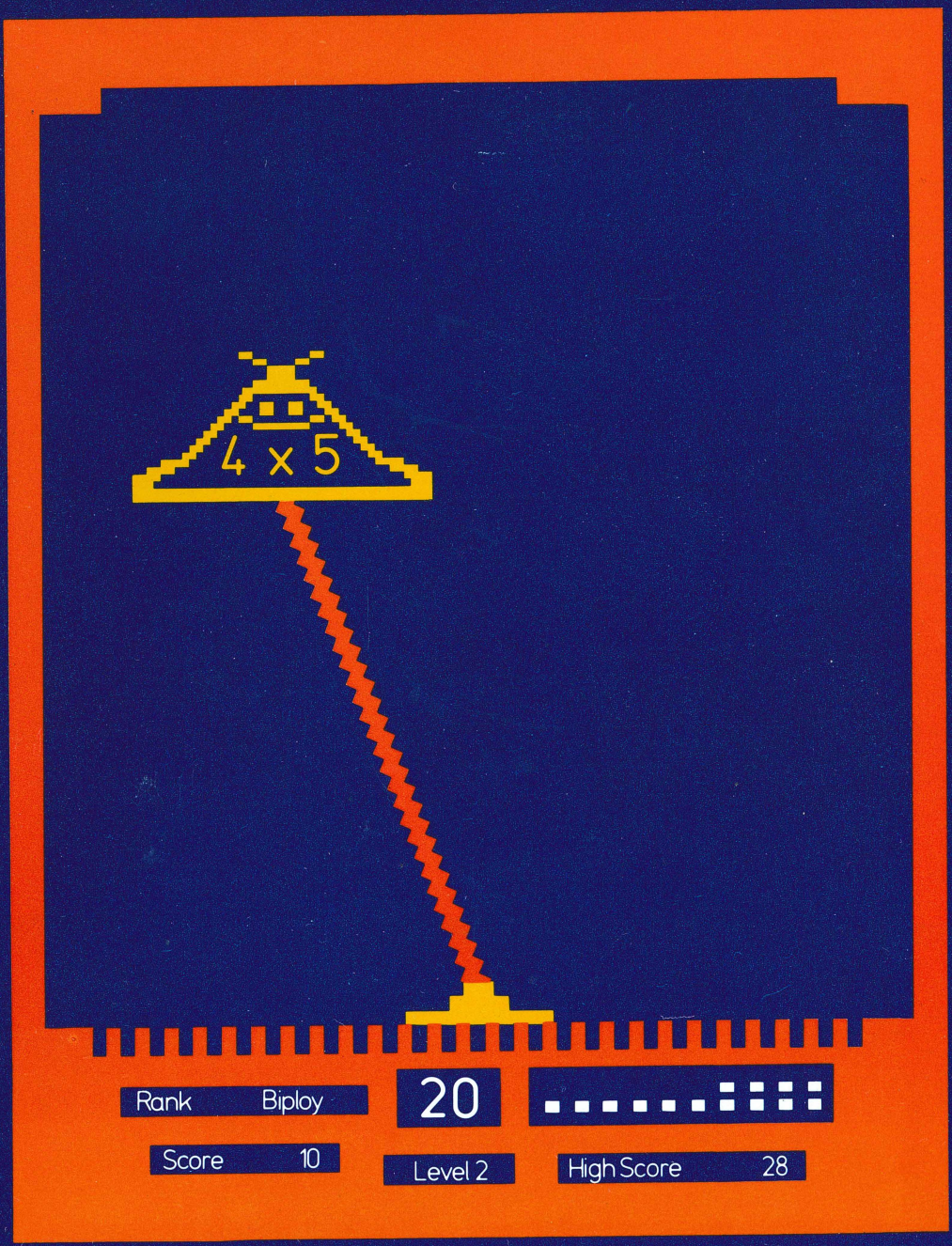
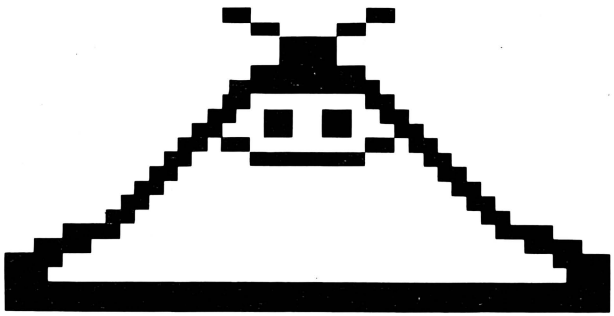
MULTIPLOY



Paul Coletta

MULTIPLOY



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RESTON PUBLISHING COMPANY, INC.
A Prentice-Hall Company
Reston, Virginia

ACKNOWLEDGMENTS

Special thanks to:
Larry Benincasa, Assistant Vice-President, Reston Publishing Company
Elaine Rowley
Carol King and *Nikki Hardin*, Reston Publishing Company
My daughter, *Nikki*

ISBN: 0-8359-4742-4

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Reston Publishing Company, Inc.
A Prentice-Hall Company
Reston, Virginia 22090

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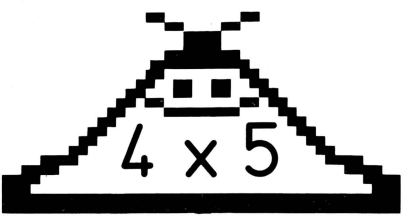
10 9 8 7 6 5 4 3 2

Printed in the United States of America.

SECTION I
WELCOME TO MULTIPLOY!

MULTIPLOY combines the excitement of an arcade game with the challange of learning and practicing arithmetic skills. The game was developed for children between the ages of 4 and 14, but adults like it, too.

You (the player) use the computer keyboard to enter answers to arithmetic problems that appear in Problem Ships on the monitor or the television screen.



You must shoot the Problem Ship down before it shoots back and destroys your Answer Base.

The game is designed for three levels of difficulty. The object of the game is to solve all the problems and attain the top rank for the particular level you are working on.

SECTION II
OPERATION AND LEVELS

You may choose from four different arithmetic operations:

Addition
Subtraction
Division
Multiplication

Each operation (+, −, ÷, ×) is arranged in three levels of difficulty, ranging from the easiest (Level 1) to the most challenging (Level 3). Within these three levels, you have the option of having the Problem Ships drop at normal speed or at faster "lightning" speed. You may also choose to play the game with normal "sound" or a low-level "sound" feature. The low-level sound feature would be useful in classroom situations in which one wishes to avoid having others hear the sound effects.

SECTION III
GETTING STARTED

Loading the Computer

1. Insert the diskette and close the disk drive door.

2. Turn the computer on.

3. When "MULTIPLOY" appears, the program is loaded. You will see the message "Press Space Bar" at the bottom of the screen. Go ahead and press the space bar.

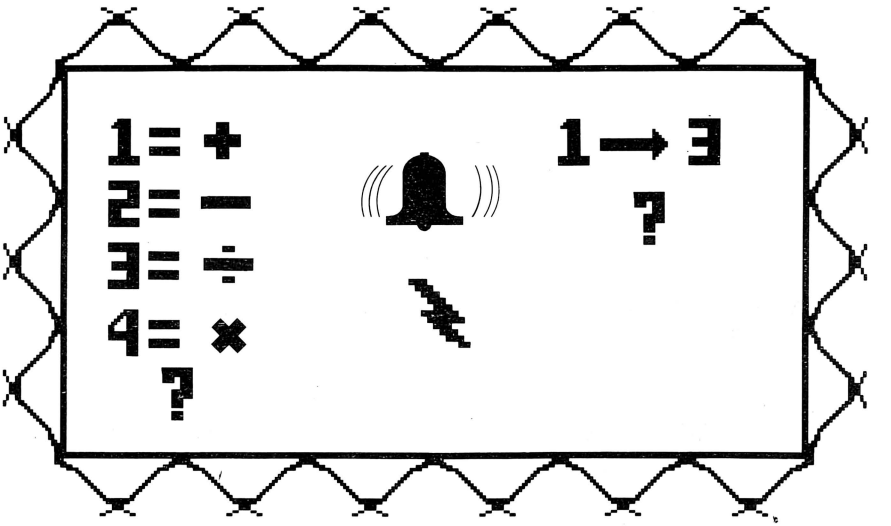
4. After a few seconds, the Selection Level Screen will appear.

5. The wiggling question mark is asking you to choose an operation. Press the 1, 2, 3, or 4 key for the appropriate operation.

6. If you want to delete the sound feature, press the escape key. The bell will disappear from the selection screen.

7. If you want to play the game at the lightning speed, press the return key. A lightning bolt will appear in the center of the Selection Screen. Your selection of the sound (bell) and speed (lightning bolt) features will remain for subsequent games until you change the features by simply pressing the escape and/or return keys whenever you're in the Selection Screen.

8. The wiggling question mark has moved to the level selection space. Press the 1, 2, or 3 key for the appropriate level. The number you press will appear where the wiggling question mark was and you begin to...**MULTIPLOY!!!!!**



SECTION IV
THE PLAYING SCREEN

Canopy— is the starting point for Problem Ships; also contains the blinker.

Blinker— starts blinking a few seconds before the Problem Ships fire at the Display Panel.

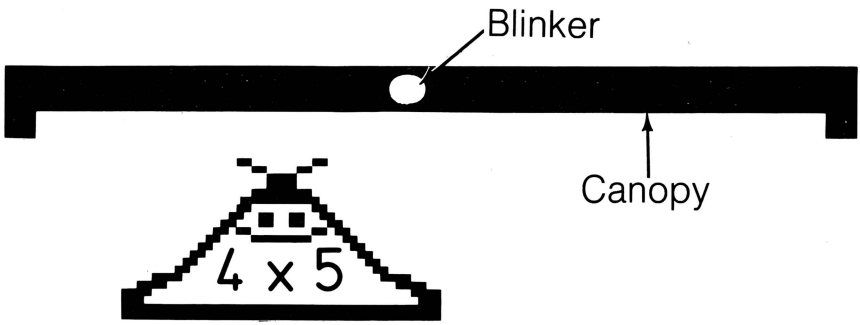
Display Panel— contains all of the information pertinent to the game in progress.

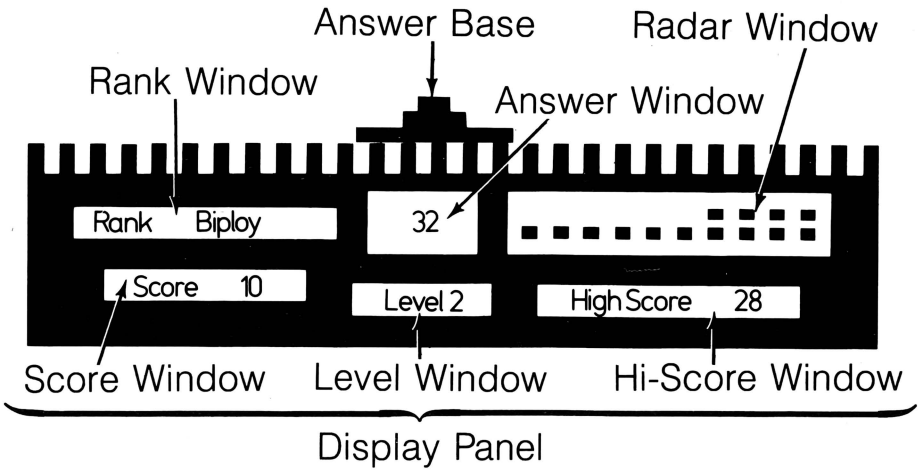
Answer Base— shoots rays at the Problem Ships when a correct answer is in the Answer Window.

Answer Window— displays numbers entered from the keyboard.

Radar Window— displays the number of Problem Ships that have not been destroyed.

Hi-Score Window— displays the highest game score for each level and operation as long as the computer is on.





Level Window— displays the current level of play.

Score Window— displays the number of Problem Ships that have been destroyed.

Rank Window— displays the rank attained at the end of each game.

SECTION V
PLAYING THE GAME

When the Problem Ships begin to drop, enter the appropriate answer by pressing the number keys on the top row of your keyboard. The number or numbers you enter will appear in the Answer Window.

> Be sure that each number you enter appears in the Answer Window *before* any subsequent numbers are entered.

If you have entered the wrong answer, the Problem Ships will continue to drop, and the incorrect answer will disappear from the Answer Window. If you have entered the correct answer, a ray will be fired from the Answer Base and destroy the Problem Ship. The answer will disappear and the Answer Window will be ready for your next entry. A new Problem Ship will drop from

the Canopy. There will never be more than four Problem Ships on the screen at one time.

As play continues, the Score Window will indicate the number of correct answers, and the Radar Window will tell you how many Problem Ships remain.

> The return key may be pressed to clear the Answer Window of an incorrect answer or to fire a ray before the computer normally would.

> The computer has been programmed to accept an answer of a predetermined maximum number of digits for each operation within each level. If the correct answer has the predetermined maximum, a ray will immediately shoot the Problem Ship. If the correct answer is less than the predetermined maximum, pressing the return key will cause a ray to be fired immediately.

If a Problem Ship is not destroyed at a certain point on the screen, the Blinker will begin to blink and the Problem Ship will soon begin to shoot back. This will happen at a different time for each game. You may continue to enter answers until the Problem Ship either makes a direct hit on the Answer Base or becomes a Missed Problem. (See Section VII for more on Missed Problems.)

> At various times during play, a situation may arise where two Problem Ships share a common answer—i.e., 4 + 2 and 3 + 3. In this case, a correct answer will destroy the leftmost ship.

The game ends when there are no Problem Ships on the playing screen or when a Problem Ship destroys your Answer Base. If your Answer Base is destroyed, the message "Enter Level or Space Bar" will be displayed on the playing screen. If you want to play another game with the same operation, press the 1, 2, or 3 key for the appropriate level of play. A new game will start

immediately. If you want to change the operation, the playing speed, or the sound feature, press the space bar. The Selection Screen will appear, and you will be able to make changes in the game. If there are no Problem Ships on the screen because all of your answers were correct, you will be congratulated and given a new rank.

> If you want to stop the game at any time, turn the computer off and remove the diskette from the disk drive. To protect the diskette, place it in its protective sleeve.

If you want to continue playing, enter the level of play that you want, or press the space bar and select a new operation or speed.

If a new player wants to play **MULTIPLOY**, remember that the Hi-Score Window will continue to record the highest score attained at the appropriate level and operation until the computer is turned off.

SECTION VI
ODDS AND ENDS

Missed Problems— If a Problem Ship reaches the Display Panel without being destroyed, it will disappear and be counted as a Missed Problem. At the end of each game, all Missed Problems and their correct answers will appear on the playing screen.

Scoring— For each level of play, there is a maximum number of Problem Ships that will drop from the Canopy.

MAXIMUM SCORE	LEVEL
25	1
30	2
40	3

Ranking— At the end of each game, you will be ranked according to the following chart:

	LEVEL 1	LEVEL 2	LEVEL 3
Multiploy	25	30	40
Triploy	21–24	19–29	32–39
Biploy	15–20	13–18	16–31
Uniploy	0–14	0–12	0–15

Odds on Hitting— When the Problem Ships fire at the Display Panel, the odds on a direct hit from each ship are 1 in 15 for Level 1, 1 in 9 for Level 2, and 1 in 7 for Level 3. If more than one ship is firing, your odds of getting hit are greater.

SECTION VII
ABOUT THE PROGRAMS

The programs and files that comprise this game are written in APPLESOFT BASIC and machine language. The game program uses random number generation for producing the problems and determining the point at which the Problem Ships will fire back. It also uses randomization to determine a hit from a Problem Ship.

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